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Title: GOLEMS

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## GOLEMS: FROM CLAY TO STONE

Stone golems can be created from any hard rock. However, it is important to note that the enchantments require they be anthropomorphic in shape. Any other construct, or an incomplete one, will not be able to hold the creature together or permit locomotion. Once the sufficient amount of stone has been gathered and placed roughly in the shape of a man, thou must cast the Vas Rel Ailem spell (see appendix QQ for spell description) to form the rock into a person.

Needless to record, perhaps, the creature will barely resemble anything human, but will be able to function similarly. The next enchantment is Kal Mani (appendix QQ). This will "breathe life" into the newly created golems, or rather, breathe animation into them. Once created, each golem will have enough rudimentary intelligence to obey and respond to three single-word commands, or one extensive request of any length.

Appendix K: The Stone of Castambre. This mythological rock has legendary powers that permits one to shape and

enchant stone -- and only  
stone -- to create  
golems by following only a  
single, short ritual instead  
of the lengthy and  
time-consuming process  
described in previous  
chapters. Though the  
Stone's existence has  
never been confirmed,  
there are also other  
purported powers that  
could make a risky  
investigation quite worth  
while. For additional  
information, see "The  
Stone of Castambre," by  
MacCuth.